FRANÇOIS IAKOUCHEV

GAME & LEVEL DESIGNER

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1998/May/02 – France
Open to (huge) relocation

WORK EXPERIENCE

CREATIVE & ART DIRECTOR, GAME, PUZZLE & SYSTEM DESIGNER, TECH ART, 2D/3D ART
KUBIKA – Alternating between side job and full-time | 2020 — **Now**   `Systemic` `Puzzle`

- Preparing for the **first commercial release on our own** as a **core team of 2**
- **I created the concept**.   • I designed over **100 levels**.
- Created complex tools to **build my own never-before-seen** 2D–3D production **pipeline** (by unsynchronizing textures and UVs)
- Active **critical thinking** on the **game's success and strategy**

NARRATIVE DESIGNER 3-Month Contract
GAME DESIGNER ASSISTANT 4-Month Internship
ANKAMA – ONE MORE GATE | Sept. 2022 — April 2023   `Rogue-like` `Deck-builder`

- **Shipped game**
- **Game design:** content creation, testing, balancing, analysis and research to enhance gameplay.
- The item **system** wasn't working at all, so I **completely redesigned it** to make it useful, better aligned with the gameplay, and to help the **game stand** out more from its inspirations.
- **I created** a complex Hades-like **dialogue system** & designed the tool to setup dialogues in Unity.
- **Narrative design:** NPC character sheets, dialogues, narrative outline, created cinematics

LEAD PUZZLE LEVEL DESIGNEE, GAME DESIGNER. Game Engine: Minecraft   `3D` `Puzzle`
SKYTALE – THE LAST ARTIFACT 2-Month Internship | 2021

- I set up the complete puzzle **work architecture** and **designed** 40+ **puzzle rooms**.
- I **analyzed** and **improved** the game mechanics and their **impact** on the puzzle creation approach, **redesigned** some game elements to improve consistency, and enhance affordance.

GAME DESIGNER, CO–ILLUSTRATOR   `Creativity & Drawing Card Game` `2v2`
BEAUREVOIR EDUCATIONAL CENTER – L'ODYSSÉE DES RÊVES 2-Month Internship | 2019

- As a team, we created a card game to stimulate children's boundless creativity, and help them become more comfortable with drawing in a guided way.

Graduation project hailed as the **top of the 2022 class** by a **jury of industry professionals:**

GAME DESIGNER, LEVEL DESIGNER   `3D Platformer` `Online` `Party-game`
JUNGLE DUNK Graduation project | 2021–2022

- Concept's uniqueness → No references → Work of pure innovative design, unseen challenges
- I also designed the **onboarding process**, so players could both understand a consequent amount of rules and have fun right from their first game.
- I **managed** playtests and **QA**   • And made 60% of the **sound design**

EDUCATION

The best school of France; and **top 5 highest-ranked** video game **schools in the world:**

● SUPINFOGAME RUBIKA Higher education | 2017 – June 2022
Management & Game Design Master's degree in Valenciennes, France

● BRASSART Prep school | 2016–2017
Visual communication school in Caen, France: **Intensive drawing** courses

SOFTWARES

- Unity
- Unreal Engine
- Fork
- Gitkraken
- SourceTree
- Perforce
- Adobe Suite
- Office Suite
- Notion
- Confluence
- Blender
- Wwise
- Reaper
- Cakewalk

SKILLS

- **Game design**
  System design
  Documentation
  Prototyping
  Balancing...
- **Level design**
  2D / 3D
- **Creative Direction**

English: Fluent
French: Native

- Good **listener**
- **Team** player
- Driven by **improvement**

HOBBIES

- Personal development
- Psychology
- Drawing
- Ocarina
- Learning about AI
- Dance